

FLYING GEESE CONVERSION CHART FOR KT'S LAYERED PATCHWORK (LP)

Kansas Troubles Quilters

Lynne Hagmeier, Designer

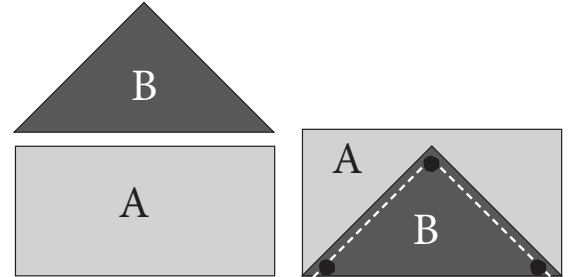
It's easy to simplify flying geese blocks using my layered patchwork technique. Easier assembly, flatter blocks, true to size. Try it!

To make (1) Flying Geese unit 4" x 2" finished, cut:

LIGHT - A - (1) 4 1/2" x 2 1/2"

DARK - B - (1) 4 1/2" sq. (X)

(only one triangle is used for each flying geese)



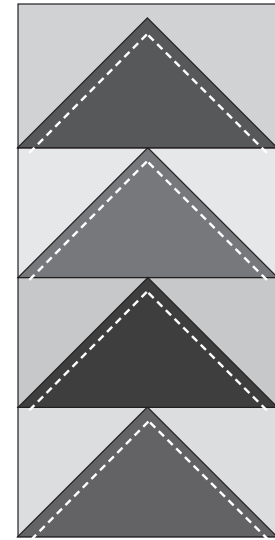
ASSEMBLY

1. Layer a B-dark triangle over an A-tan rectangle, right sides up, aligning long edge of triangle with the bottom edge of rectangle, as shown. Glue in place as indicated •. I like Sewline fabric glue pens for ease of application and quality of glue.

2. Topstitch 1/8" from 90° angle of B-triangle with coordinating cotton thread. I like Aurifil 50wt. for strong, fine topstitching. (Do not stitch across the bottom of flying geese B-triangle. That edge will be in the seam allowance and does not need to be topstitched.) Flying Geese unit measures 4 1/2" x 2 1/2" each. See more sizes below.

3. Sew flying geese together with a 1/4" seam allowance.

Make a flock of flying geese for blocks, sashing or borders!



(X) = Cut a square twice diagonally to yield 4 triangles for flying geese. This creates a 90° bias on the exposed edges of the triangles for no raveling.

FINISHED BLOCK SIZE	BACKGROUND RECTANGLE	FLYING GEESE TRIANGLE
width x height		
2" x 1"	2 1/2" x 1 1/2"	2 1/2" sq. (X)
3" x 1 1/2"	3 1/2" x 2"	3 1/2" sq. (X)
4" x 2"	4 1/2" x 2 1/2"	4 1/2" sq. (X)
5" x 2 1/2"	5 1/2" x 3"	5 1/2" sq. (X)
6" x 3"	6 1/2" x 3 1/2"	6 1/2" sq. (X)
7" x 3 1/2"	7 1/2" x 4"	7 1/2" sq. (X)
8" x 4"	8 1/2" x 4 1/2"	8 1/2" sq. (X)
9" x 4 1/2"	9 1/2" x 5"	9 1/2" sq. (X)
10" x 5"	10 1/2" x 5 1/2"	10 1/2" sq. (X)

To figure any size flying geese unit for LP: The height of the background rectangle is half the width of the finished block size. Add 1/4" seam allowances for cut size. Cut a square the size of the width of the background rectangle; cut (X) to create (4) triangles.